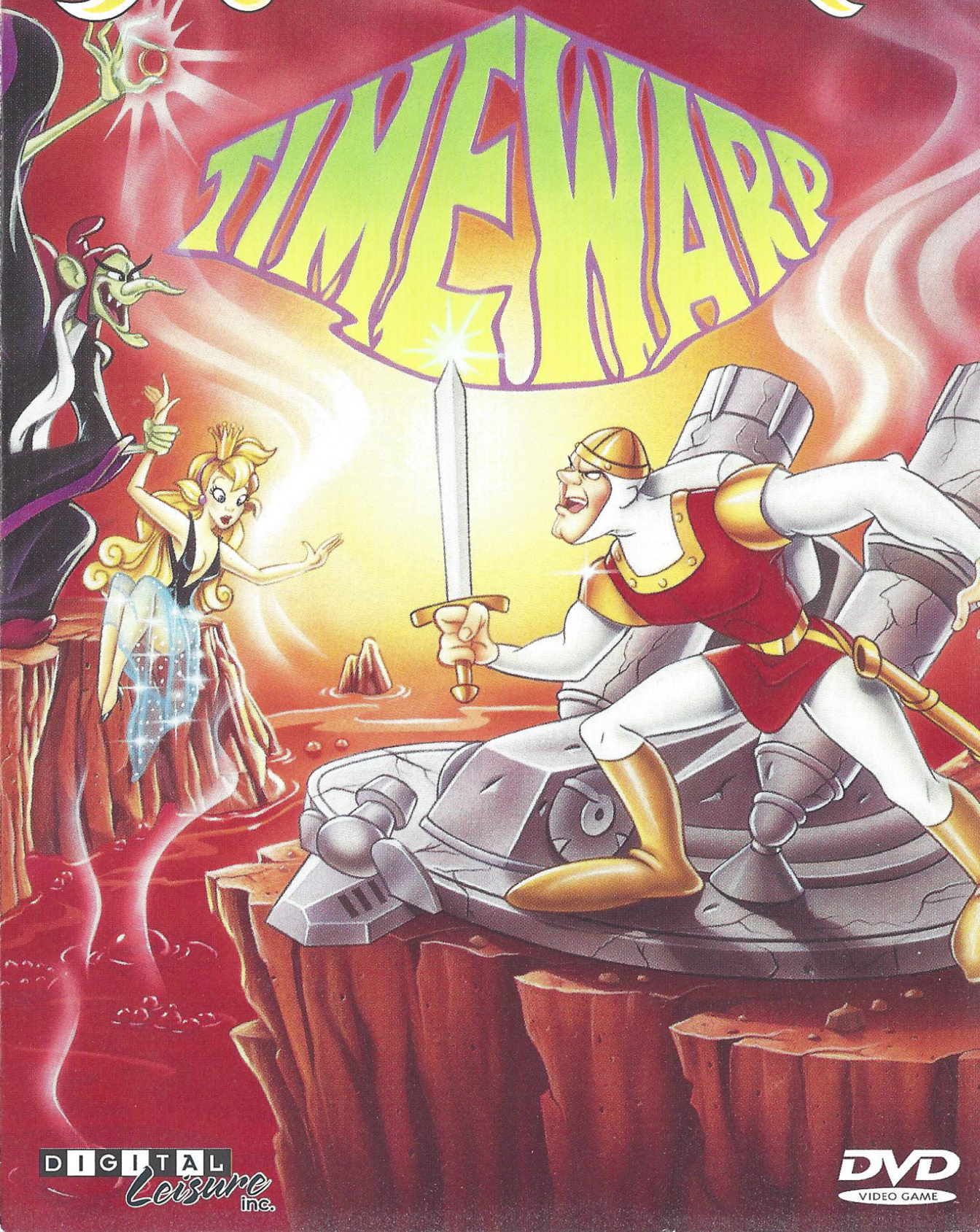


Don Bluth Presents

# DRAGON'S LAIR II



DIGITAL  
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inc.

DVD  
VIDEO GAME



Don Bluth Presents

# DRAGON'S LAIR II

*Dragon's Lair II: Time Warp is a ground-breaking DVD release which allows you to play a fully interactive version of the classic laser-disc arcade game using your controller.*

## **THE OBJECT**

Princess Daphne has been spirited away to a wrinkle in time by the Evil Wizard Mordroc who plans to force her into marriage. Only you, Dirk the Daring, can save her! Transported by a bumbling old time machine, you begin the rescue mission. But you must hurry, for once the Casket of Doom has opened, Mordroc will place the Death Ring upon Daphne's finger in marriage and she will be lost forever in the Time Warp!

Only you can guide Dirk to rescue Daphne and defeat the evil Mordroc. But watch out! Many dangers and deadly beasts await as you travel throughout time in search of Mordroc!

## **MENUS**

To start the game, simply place the Dragon's Lair II: Time Warp disc in your DVD player. Once the menu appears, you may select one of the choices by using your remote control. The options include:

### **Play**

This menu selection allows you to play the full version of Dragon's Lair II: Time Warp using your remote to control Dirk on his quest to defeat Mordroc. You will be asked to select "Regular" or "Slow" moves. You'll want to try "Regular" moves first to see if they work on your player and if not then eject and reinsert the disc and try "Slow" moves. You will then see the introduction, which may be later skipped by pressing "Enter" while it is playing.

### **Watch**

Sit back and watch all of the spectacular Don Bluth animation from the main sequences of the game without having to make any of the moves.

### **Bonus Video**

View a "work in progress" version of Dragon's Lair II: Time Warp while it was in production. Many thanks to Don Bluth and Gary Goldman, the creators and animation directors of Dragon's Lair II: Time Warp, for providing this footage from their personal archives.



# **REGISTER NOW!**

*You may register this program on-line at <http://www.digitalleisure.com>  
We highly recommend you do this so that we can advise you of new  
program versions, new releases and special offers.*

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## **COMING SOON**

See trailers for current and upcoming interactive DVD-Video game releases from Digital Leisure.

## **CONTROLS**

Use the directional buttons for the directions left, right, up and down and use "Enter" to use your sword. There are many variations on the naming and placement of these buttons between different DVD controllers but the directional buttons will be the same ones that allow you to move between menu items when the menu is displayed and the "Enter" button (sometimes called "Play") will be the button that selects a menu option.

## **PAUSING THE GAME**

You can pause and resume the game using the "Pause" and "Play" buttons.

## **STOPPING THE GAME**

Pressing the Stop button will generally stop the game and turn the DVD Player off. Starting the game again (typically by pressing Play) will continue where you left off. In this case, the Dragon's Lair II: Time Warp disc must be left in the player.

To quit the current game and return to the main selection menu, press Title.

## **PLAYING THE GAME**

When playing Dragon's Lair II: Time Warp, remember that you control Dirk's reactions to the events that unfold throughout the game. You don't directly control Dirk's movement but rather you must make the correct moves at the appropriate time for Dirk to survive the scene. This means, for example, that just by pressing "Left" doesn't mean Dirk will move left.

When the game begins, Dirk's Mother-in-law attempts to hit Dirk over the head with a rolling pin. You must move Left to avoid being hit. You will notice a yellow diamond appear on the lower right corner of the screen



when it is time to make a move. You can enter left, right, up, down or sword (Enter) and the diamond will change to the input you have made. If you have made the correct move, the directional arrow on the screen will be displayed in yellow and you will continue in the game. You'll get past the Mother-in-law's rolling pin and then next move will be another "Left" to run out the door. If you've made the wrong move you will see a transparent blue arrow and Dirk will die. On some players the diamond and yellow or blue arrows may not appear consistently but will still accept the move.

If you continually get hit over the head with the rolling pin, you are not making the correct move, or you are not making the move at the correct time. Try pressing Left repeatedly when the game begins and when the yellow diamond eventually appears, it will change to a yellow left-arrow icon and you should get past the rolling pin. Continue pressing Left and you should get by the next move.

If you find that you are continually dying at a certain point in the game then you know that you must make a move just before this point (when the yellow diamond appears). You can try all of the five combinations (Up, Down, Left, Right, Sword) and one of them will work. Sometimes the timing is tricky with several moves close together but if you watch the video closely then you'll notice when you've passed one move and need to make the next move.

As you play the game, you will notice that objects appear from time to time. You can pick up these objects by moving in the direction of the object. You must pick up all of the objects in order to complete the game – if you don't you will be sent back to pick up the missing objects before you can battle Mordroc.

On some systems when you press a key when the diamond is not displayed (which means it's not time for a move yet) you'll get a message on your screen saying the key press is not being accepted. This shouldn't affect the game. Other system might pause or stop the game if moves are made when the diamond isn't displayed in which case you'll need to be very careful to wait for the diamond to appear.

Typically there will be a short pause in the video whenever a move is made. The duration of this pause varies from machine to machine but currently there is nothing that can be done to eliminate it. We're hopeful that future



generations of DVD players will be optimized to handle this situation and will eliminate the pause. We've found that the Apex Digital AD-600A DVD player plays Dragon's Lair II without pauses.

You are given five lives and infinite continues. When you have lost all your lives, press any key when you see the countdown to continue playing the game. If you don't press a key, the game will end and the main menu will appear.

All of the scenes from the original game are included in this DVD-Video version including the "mirrored" scene that play back with the video flipped horizontally. These will selected randomly each time you start a new game.

If you are stuck on a scene, you can contact the Digital Leisure web site at <http://www.digitalleisure.com> for the complete set of moves. We suggest you only do this is you are completely stuck on a move. The following are hints that may help you get through some the scenes:

### ***HOME SWEET HOME***

As word of Princess Daphne's kidnapping hits home, Dirk has to rescue her or face his mother-in-law's fury. As Dirk enters the all-too-familiar castle, he will come face to face with his only chance to save the Princess - an old time machine. After getting a drink from the well, Dirk is whisked away in search of his lost Princess.



### ***ANCIENT TIMES***

Dirk's first stop is an ancient time filled with lava, strange birds, dinosaurs and Mordroc the Evil Wizard. Dirk must take flight and fight off his share of tiny and not so tiny birds; only to lose the Princess to Mordroc a second time. After a timely escape from the jaws of a massive dinosaur, Dirk continues his quest.

### ***THROUGH THE MIRROR***

Once Dirk's time machine takes him into this strange land with soldier cards and fire breathing dragons, you will have to remain one step ahead. Fighting off the Queen of Hearts and leaping from the taunting Cat are the least of Dirk's worries. Princess Daphne is within reach.





## ***NO VISITORS***

In a new foreign land, Dirk needs to fend off the Snake Brothers and the unwanted affections of Eve. Will the bite of an apple ruin Dirk's chance at rescuing his Princess? Be careful, as Eve is quite the hugger.



## ***PIANO SOLO***

Dropped onto the grand piano, a mouse-sized Dirk has to escape the clutches of his feline friend if he hopes to ever see Princess Daphne again. Only Dirk's quick reflexes and masterful swordplay can help you now!

## ***MUMMIES ALL AROUND***

Sailing into an ocean of sand, Dirk knows that Princess Daphne await ahead. Before he can reach her, Dirk needs to fend off a merciless spider attack and an unfriendly Mummy. Will he finally rescue his bride or does the Evil Wizard Mordroc have another trick up his sleeve?



## ***COME AND GET HER***

Dirk corners Mordroc, forcing the Evil Wizard to place the Death Ring on Daphne's finger; she will then be lost forever. Only if Dirk is brave enough to remove the ring can he ever hope to see her again.

## ***AWAKENED WITH A KISS***

When Dirk kisses his Princess again will she awaken? Just a few tiresome pests to rid of and you can finally return home. Happy at last!

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## ***Troubleshooting***

If you are having trouble getting the game started or seeing any video, make sure to switch your TV so that it displays the video from your DVD-Video player. Also, make sure to select the DVD input in your A/V receiver especially when you have a controller that controls several different devices in addition to DVD player such as your television or audio system.

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Dragon's Lair II: Time Warp DVD-Video was authored by David Foster and Paul Gold at SiLc DVD Solutions.



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# DRAGON'S LAIR II:

## TIME WARP

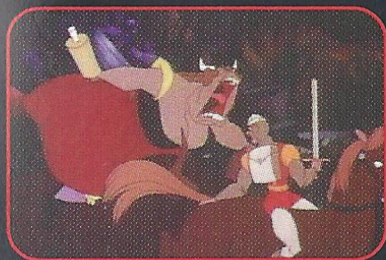
Completely remastered for DVD

Relive the arcade experience with spectacular full screen, full motion DVD Video

Features crisp, powerful AC3 sound

Includes all the scenes from the original laser disc arcade game

Feature-film quality animation by Don Bluth, director of 20th Century Fox's "Anastasia" and Universal's "The Land Before Time"® and "American Tail"®



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Only you can save Princess Daphne...

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